

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

30. (Twice Amended) A method for displaying a shape the method comprising:  
receiving a command to generate the shape, the shape to be displayed a particular size on a display,

requesting a bit map rendering of the shape in which the shape has a size larger than the particular size, wherein

various portions of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a percentage of bits that are on in respective portions of the bit map, determining luminances for the corresponding pixels of a rendering of the shape on the display having the particular size; and

displaying the shape on the display in the particular size with the pixels the determined luminances.

39. (Twice Amended) A television system comprising:  
a television;

electronics coupled to the television for displaying images on [a] the television [display] in response to a television signal; and

logic coupled to the television for displaying a character, the character to be displayed within a region of the television having a particular number of pixels, the logic comprising:

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels being displayed on the display in response to the determined luminances.

50. (Twice Amended) A computer program product, the computer program product comprising:

a computer usable medium having computer readable program code means embodied in the medium, the computer readable program code means having:

computer readable program code means for receiving a command to display a character, the character to be displayed within a region of a display having a particular number of pixels;

computer readable program code means for rendering a bit map corresponding to a vector representation of the character;

computer readable program code means for causing the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

computer readable program code means for, based on a percentage of bits that are on in respective portions of the bit map, determining luminances for corresponding pixels; and

computer readable program code means for causing the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

56. (Twice Amended) A system for displaying a character, the system comprising:  
a display having a region in which the character is to be displayed, the region having a particular number of pixels;

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a percentage of bits that are on in respective portions of the bit map, determines an attribute for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels having the determined attributes being displayed on the display.

66. (New) The system of claim 16, wherein the logic that renders the bit map is not particularly adapted to be used with the logic that determines luminances.

67. (New) The system of claim 30, wherein the logic that renders the bit map is not particularly adapted to be used with the logic that determines luminances.

68. (New) A method of displaying a set of characters, the method comprising:  
in a system having a specific hardware display device that has a specific resolution, receiving a command to generate the character;

if the character has already been processed and is available in a cache, displaying the character;

if the character has not already been processed, taking the resolution of the hardware display device into consideration, determining a representation of a character in a bit map having a number of bits greater than a number of pixels in a region of the display device in which the character is to be displayed wherein

various bits in a respective portion of the bit map corresponding to a pixel; and  
among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a percentage of bits that are on in respective portions of the bit map, determining luminance for corresponding pixels; and

displaying the character in the region having the particular number of pixels, the pixels being displayed with the determined luminance.